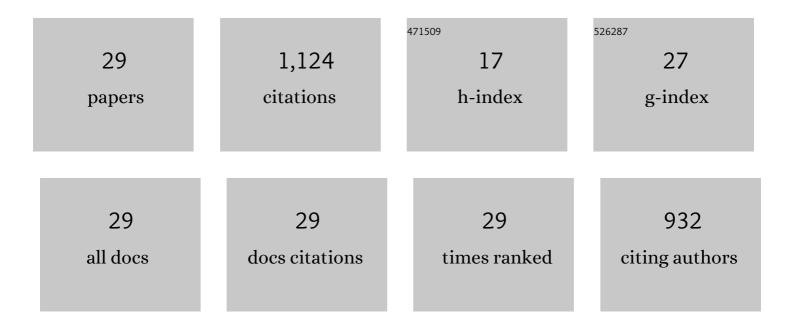
Chia-Ying Li

List of Publications by Year in descending order

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CHIA-VINC LI

#	Article	IF	CITATIONS
1	Persuasive messages on information system acceptance: A theoretical extension of elaboration likelihood model and social influence theory. Computers in Human Behavior, 2013, 29, 264-275.	8.5	197
2	How social commerce constructs influence customers' social shopping intention? An empirical study of a social commerce website. Technological Forecasting and Social Change, 2019, 144, 282-294.	11.6	135
3	The power of a thumbs-up: Will e-commerce switch to social commerce?. Information and Management, 2018, 55, 340-357.	6.5	130
4	An integrated multi-objective decision-making process for supplier selection with bundling problem. Expert Systems With Applications, 2009, 36, 2327-2337.	7.6	102
5	Consumer behavior in switching between membership cards and mobile applications: The case of Starbucks. Computers in Human Behavior, 2018, 84, 171-184.	8.5	82
6	Predicting continuance intention toward mobile branded apps through satisfaction and attachment. Telematics and Informatics, 2019, 43, 101248.	5.8	78
7	The impact of knowledge stickiness on knowledge transfer implementation, internalization, and satisfaction for multinational corporations. International Journal of Information Management, 2009, 29, 425-435.	17.5	46
8	A contingency approach to incorporate human, emotional and social influence into a TAM for KM programs. Journal of Information Science, 2007, 33, 275-297.	3.3	42
9	Why do online consumers experience information overload? An extension of communication theory. Journal of Information Science, 2017, 43, 835-851.	3.3	40
10	Switching barriers and customer retention. Journal of Service Theory and Practice, 2015, 25, 370-393.	3.2	39
11	The moderating effects of teaching method, learning style and cross-cultural differences on the relationship between expatriate training and training effectiveness. International Journal of Human Resource Management, 2008, 19, 600-619.	5.3	37
12	Knowledge stickiness in the buyer–supplier knowledge transfer process: The moderating effects of learning capability and social embeddedness. Expert Systems With Applications, 2012, 39, 5396-5408.	7.6	25
13	Value proposition as a catalyst for innovative service experience: the case of smart-tourism destinations. Service Business, 2021, 15, 281-308.	4.2	23
14	On electronic word-of-mouth diffusion in social networks: curiosity and influence. International Journal of Advertising, 2018, 37, 360-384.	6.7	22
15	How online service recovery approaches bolster recovery performance? A multi-level perspective. Service Business, 2016, 10, 179-200.	4.2	21
16	Leveraging sociability for trust building on social commerce sites. Electronic Commerce Research and Applications, 2020, 40, 100907.	5.0	20
17	The effects of source credibility and argument quality on employees' responses toward information system usage. Asia Pacific Management Review, 2015, 20, 56-64.	4.4	18
18	The more, the better? Why abundant information leads to unanticipated outcomes. Telematics and Informatics, 2016, 33, 834-847.	5.8	18

Chia-Ying Li

#	Article	IF	CITATIONS
19	Toward better purchase decision-performance: Linking person-environment fit to explorative and exploitative use of branded applications. Electronic Commerce Research and Applications, 2021, 48, 101063.	5.0	9
20	Electronic word-of-mouth on social networking sites: Cue validity and cue utilization perspectives. Human Systems Management, 2016, 35, 35-50.	1.1	8
21	I searched, I collected, I experienced: Exploring how mobile augmented reality makes the players go. Journal of Retailing and Consumer Services, 2020, 54, 102018.	9.4	8
22	How does participation and browsing affect continuance intention in virtual communities? An integration of curiosity theory and subjective well-being. Behaviour and Information Technology, 2021, 40, 221-239.	4.0	8
23	Understanding University Students' System Acceptance Behavior. International Journal of Technology and Human Interaction, 2016, 12, 106-125.	0.4	7
24	Multilevel study of factors for cultivating self-efficacy in the online game industry. Journal of Management and Organization, 2019, 25, 672-694.	3.0	4
25	Perceived deception in online auctions: Antecedents and consequences. Human Systems Management, 2014, 33, 181-197.	1.1	2
26	Self-efficacy and innovation effectiveness in the online game industry. Total Quality Management and Business Excellence, 2018, 29, 1482-1502.	3.8	2
27	Achieving new product development performance through entrepreneurial orientation: evidence from Taiwan. International Journal of Technology, Policy and Management, 2017, 17, 337.	0.3	1
28	The evaluation of management competitiveness for Taiwan and Southeast Asian countries. International Journal of Business Performance Management, 2005, 7, 391.	0.3	0
29	A distributed communication protocol for wireless sensor networks with asynchronous superframe. , 2010, , .		Ο